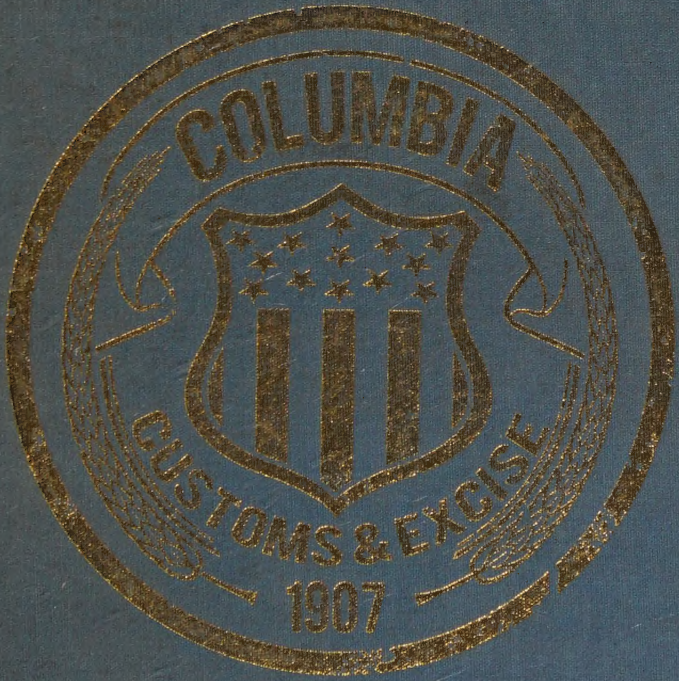

COLUMBIA
CUSTOMS & EXCISE
1907

THE ART OF BIOSHOCK INFINITE

THE ART OF BIOSHOCK INFINITE

DARK HORSE BOOKS

PUBLISHER
Mike Richardson

DESIGNER
Adam Grano

DIGITAL PRODUCTION
Ian Tucker

ASSISTANT EDITOR
Everett Patterson

EDITOR
Philip R. Simon

Commentary text by Dorian Hart.
Produced by Elena Siegman.

This book features artwork by Jason Bennett, Chelsea Douglas, Jorge Lacera, Ben Lo, Mauricio Tejerina, and Robb Waters.

Special thanks to Ken Levine, Nate Wells, Shelby Cox, Joshua Viloria, Leonie Manshanden, Keith Shetler, and everyone at 2K Games and Irrational Games.

THE ART OF BIOSHOCK INFINITE

BioShock® © 2002–2013 Take-Two Interactive Software, Inc. Developed by Irrational Games. BioShock, BioShock Infinite, Irrational Games, 2K Games, Take-Two Interactive Software and their respective logos are all trademarks of Take-Two Interactive Software, Inc. All rights reserved. Dark Horse Books® is a trademark of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved. No portion of this publication may be reproduced or transmitted, in any form or by any means, without the express written permission of Dark Horse Comics, Inc. Names, characters, places, and incidents featured in this publication either are the product of the author's imagination or are used fictitiously. Any resemblance to actual persons (living or dead), events, institutions, or locales, without satiric intent, is coincidental.

Published by Dark Horse Books, a division of Dark Horse Comics, Inc.
10956 SE Main Street, Milwaukie, OR 97222 | DarkHorse.com

First edition: February 2013
Printed in China

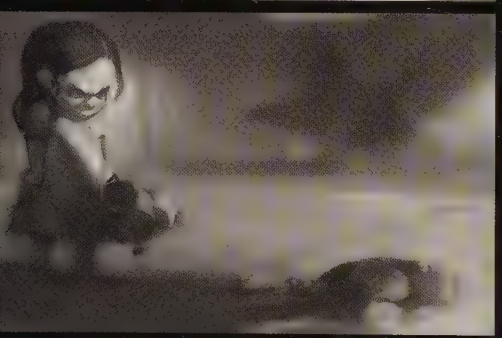
LIQUOR
BEER STORE
LADIES AND GENTLEMENS
ARLINGTON AVE
DRUGS

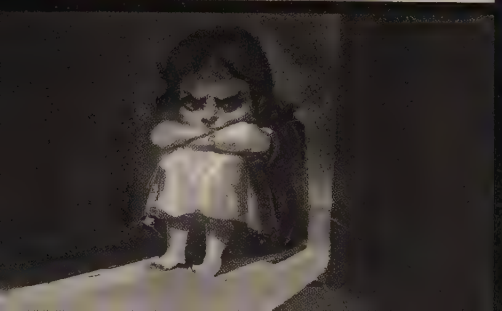
Elizabeth

As a near-constant companion to the game's protagonist, Elizabeth was the most critical of the game's visual icons. In these early sketches—made well before Elizabeth had a finished face—the artists explored her personality through posture and clothing. The Irrational Games art team used the clean, bright, and iconic designs of comic-book costumes as points of reference.

LEFT: *The art team looked again to comic books and animated films for inspiration—note the exaggerated eyes in the sketches. As with those in early comic books, a video-game character's expressions have to read both up close and at a distance.* **RIGHT:** *Iterations of the dress for "Young Elizabeth."*

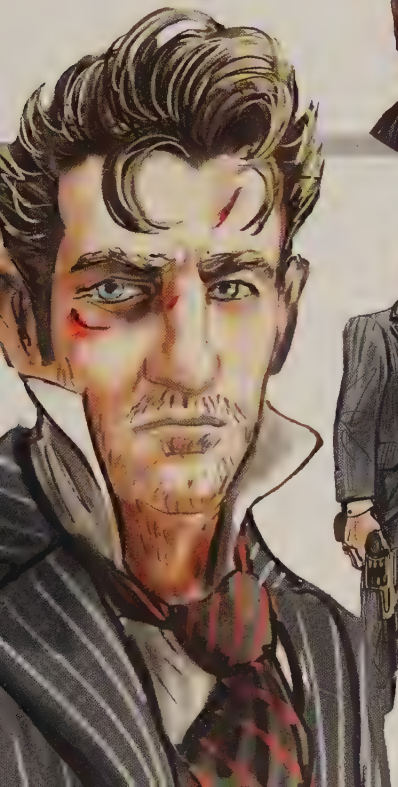
OPPOSITE: An early sketch exploring Elizabeth's potential use of a telekinetic power. Her ability to affect the game environments using tears became one of BioShock Infinite*'s signature features.* BELOW: *More exploration of Elizabeth's expressions. In addition to drawing inspiration from comic books, the artists made a study of archetypal animated characters in defining Elizabeth's facial features.*

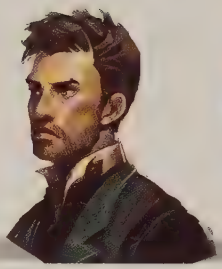


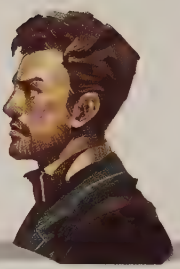


As a young girl confined to a tower, Elizabeth comes to be obsessed with Paris and the idea of going there one day. These sketches are an exploration of Elizabeth's hopes and dreams of the world outside her gilded cage.

Booker



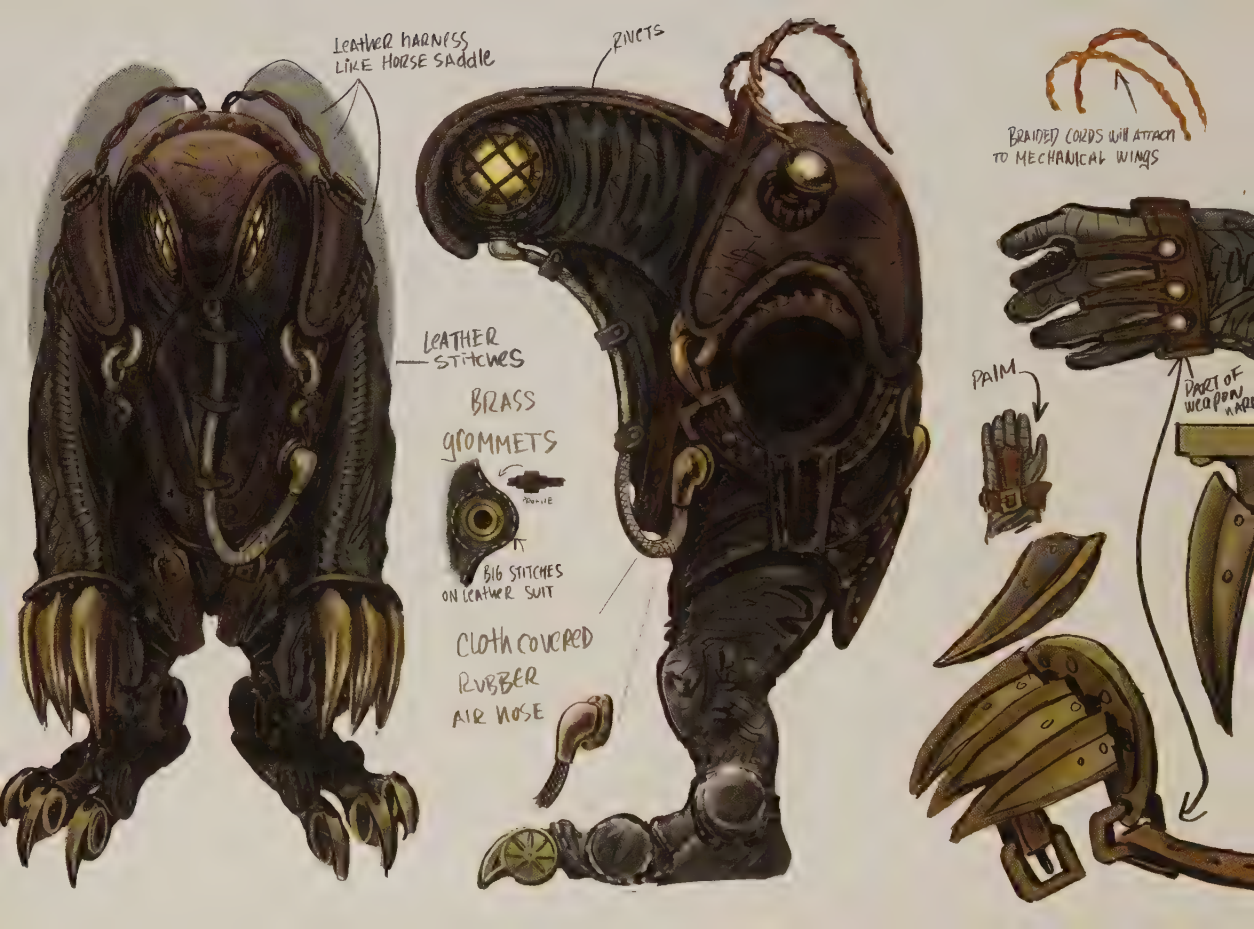




As the protagonist in a first-person game, the rugged Booker DeWitt is seen more in marketing and promotional materials than in the game itself. Nonetheless, his image needed to match his gruff voice and irascible character. DeWitt changed physically over the game's development, from a thuggish brute to a weather-beaten everyman.

Songbird

Songbird is the spiritual successor to BioShock*'s Big Daddy, and so he needed to be large, iconic, and terrifying. It was important to Creative Director Ken Levine that, in a floating city defined by its airspaces and vistas, one of the game's signature antagonists could fly. Only a creature visually defined by his wings could properly dominate the spaces of Columbia.*

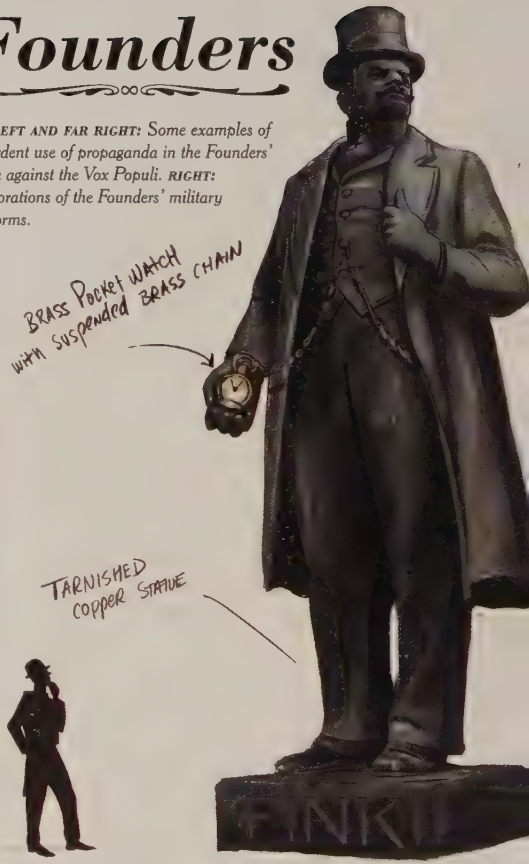

LEATHER HARNESS LIKE HORSE SADDLE
RIVETS
LEATHER STITCHES
BRASS GROMMETS
BIG STITCHES ON LEATHER SUIT
CLOTH COVERED RUBBER AIR HOSE
BRAIDED CORDS WILL ATTACH TO MECHANICAL WINGS
PALM
PART OF WEAPON

BIG LEATHER STITCHES
BRASS GROMMETS
HAND BALLED UP TO USE CLAWS
*NOTE HE CAN USE HIS HANDS
S FINGERS clear the claw length
JOINTS

Songbird's body language and neck movements are vital to his expressions. In early development, Songbird was a dragon, and later a giant eagle. The artists pulled back from that and produced the leather-clad horror seen here.

Founders

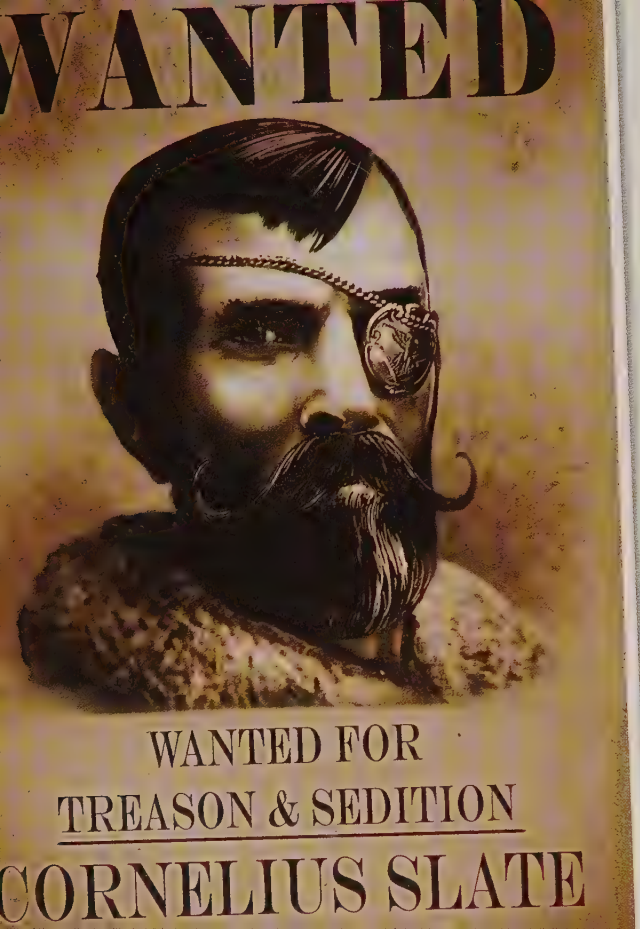
FAR LEFT AND FAR RIGHT: Some examples of the ardent use of propaganda in the Founders' battle against the Vox Populi. RIGHT: Explorations of the Founders' military uniforms.



THE TRUE PATRIOT
HAS NOTHING TO FEAR FROM
THE SONGBIRD

PADDED SUIT UNDER ARMOR
LONG JOHNS TEXTURE
THERMAL PADDING
SCORCH MARK BLASTS

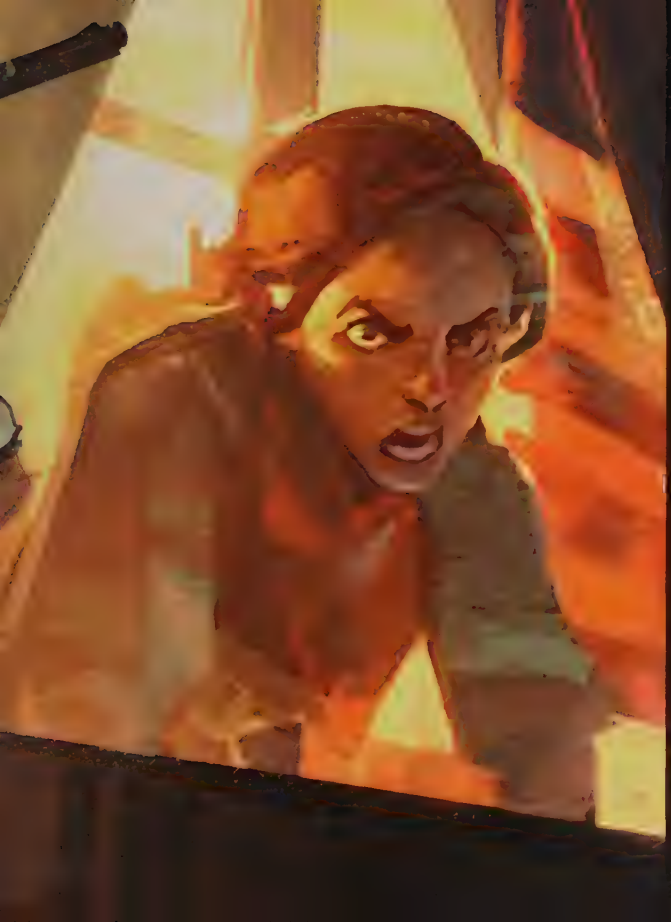
Sketches of the Founders. **UPPER LEFT:** *Comstock's guards.* **BOTTOM LEFT:** *Some AIs were designed to be aggressive and have pieces of gear that could easily be shot off.* **UPPER RIGHT:** *Characters you'd find at Battleship Bay, a propagandistic theme park.* **BOTTOM RIGHT:** *Downtrodden workers from the industrial center of Finkton.*



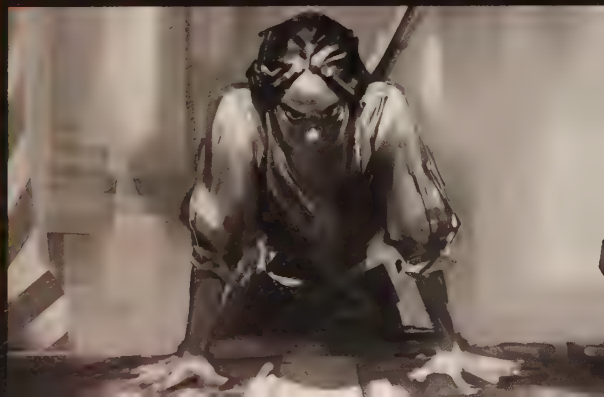
Vox Populi

FAR LEFT: *A "wanted" poster for Cornelius Slate, a former war hero.* **NEAR LEFT:** *Drawings of the Vox Populi, each with the distinctive red color that marks their allegiance to Columbia's own revolutionary faction.*

1452

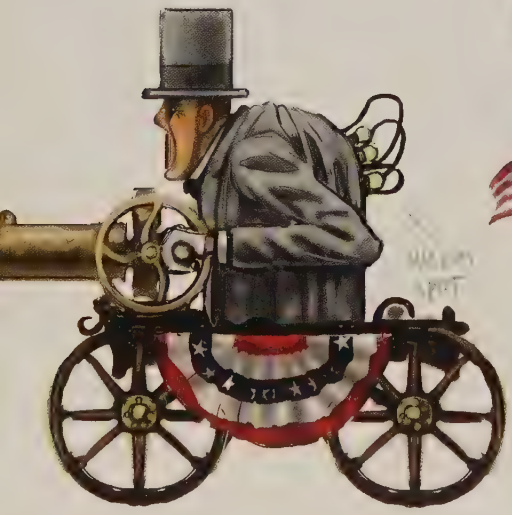


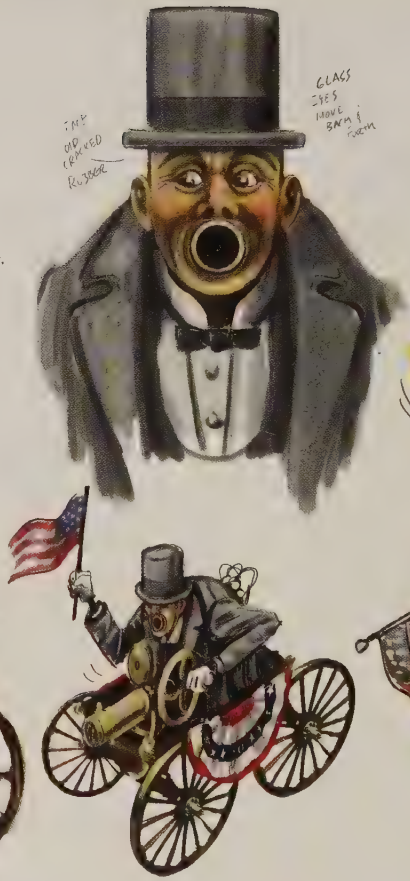
Daisy Fitzroy is the leader of Columbia's Vox Populi movement. Her character, inspired by famous radical leaders of history, is an embodiment of charisma, power, and fanaticism.

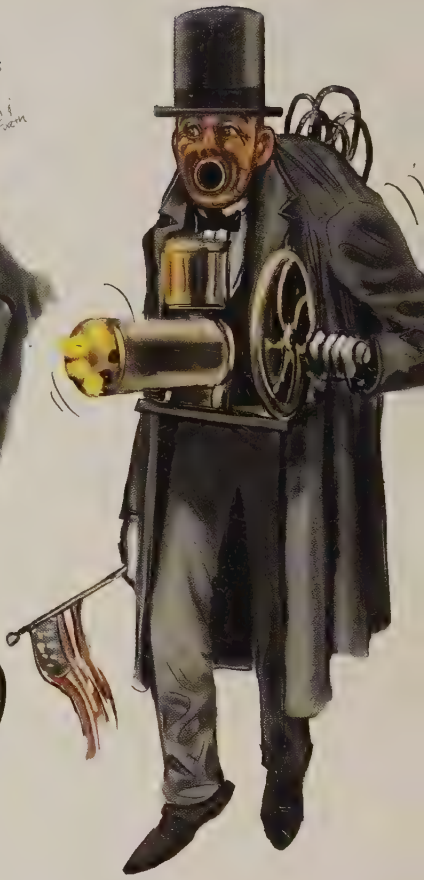


Motorized Patriot

These are numerous early treatments of the Motorized Patriot. Originally intended by the Founders as attractions at the Hall of Heroes, they came to serve the role of Columbia's security sentries. The Motorized Patriot eventually became the deadly "face of America" you'll see on the following page.







COPPER HEAD / MOVING JAW
A-TAT T!
NOW HEAR THIS!
TUBES/ WIRES POWER SOURCE
MATERIAL CORRED COPPER HAT
GATLING ON SHELF
TO GIVE HIM UNIQUE SILHOUETTE
AND MECHANICAL FEEL
BACK PANEL
GLOWING TUBES
AUTO-PATRIOT HEAD STUDY

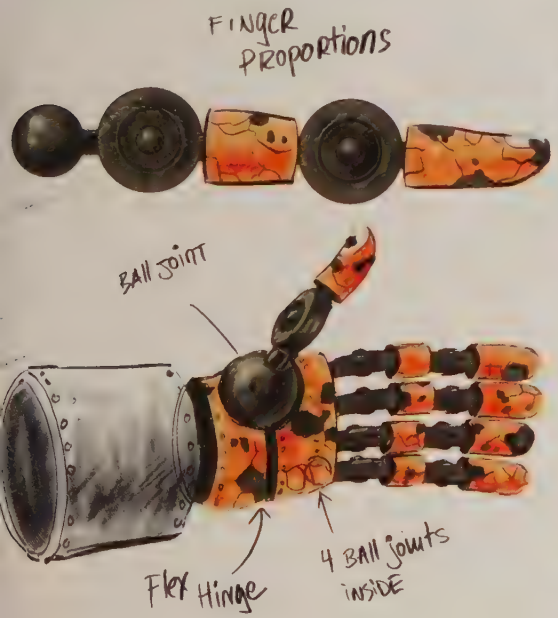
Commandeered
AUTO-PATRIOT
RAT-TA-TAT
TAT!

REAL POWDERED WIG
GLASS EYE WITH HEAVY BLINKING LID
PUCKERED CRACKS ON BOTH SIDES OF MOUTH
FACE HAS WAX-LIKE SHEEN
REAL WIG
CRACKED RUBBER FACE
PUCKERED RUBBER AROUND EYE SOCKET
MISSING EYE
HEAVY FRANKENSTEIN BLINKING EYE LID
CRACKS SPIDER OUT AROUND PUPPET-LIKE TALKING MOUTH

Fearless, relentless, and wearing the faces of America's founding fathers, the Motorized Patriot, one of BioShock Infinite*'s "Heavy Hitter" AIs, is a walking propaganda machine brought to deadly life.*

Handyman

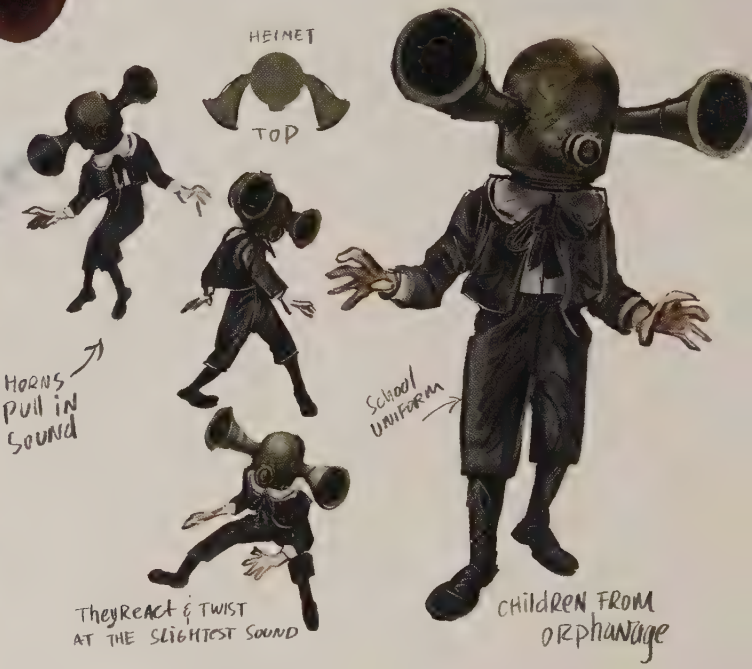
Another "Heavy Hitter," the Handyman was deliberately drawn with porcelain hands meant to evoke the feel of late nineteenth-century handcrafted toys. Despite his tragic origins, the Handyman is a fearsome opponent: nimble, fast, and able to fling lesser creatures, friends and foes alike.



LEFT: An early mood piece, showing the pathos of Columbia's huge-handed cyborg. The Handyman is a tragic figure, a sad, pathetic Frankenstein's monster. RIGHT: The Irrational Games artists went through several iterations of bodies and heads before settling on the version with the exposed heart and scarred face.

Boys of Silence

The creepy Boys of Silence were originally designed to recycle sounds and use them as a weapon. Over time, these trumpet-masked children found their role as Columbia's security cameras, sounding an earsplitting alarm when they hear Booker's approach.



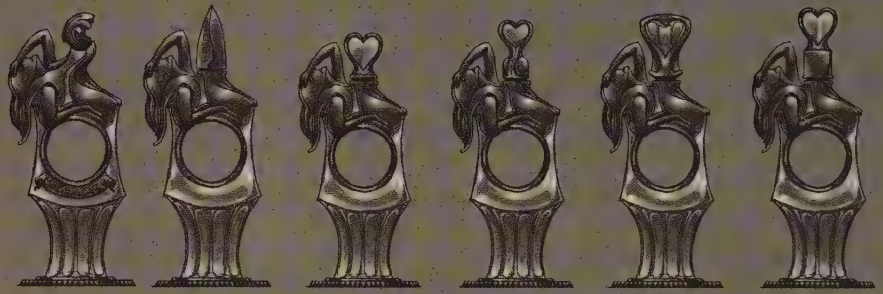
① STAGGERS ABOUT ② STARTS DRAWING IN SOUND WAVES ③ STORED SOUND STARTS SHAKING HIM APART ④ BECOMES HIGHLY UNSTABLE ⑤ REACHES CRITICAL MASS AND RELEASES SOUND CONCUSSION & Repeat

Siren

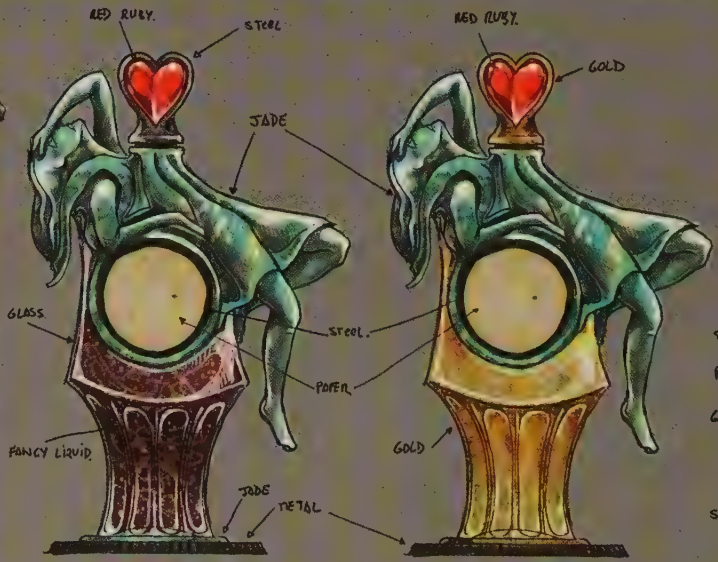
The Siren taps into a very real turn-of-the-century social trend of séances and mediums, as many believed that the spirit world was only barely separated from the physical world. The ghostly creature raises other enemies from the dead to fight again, presenting a unique tactical challenge.

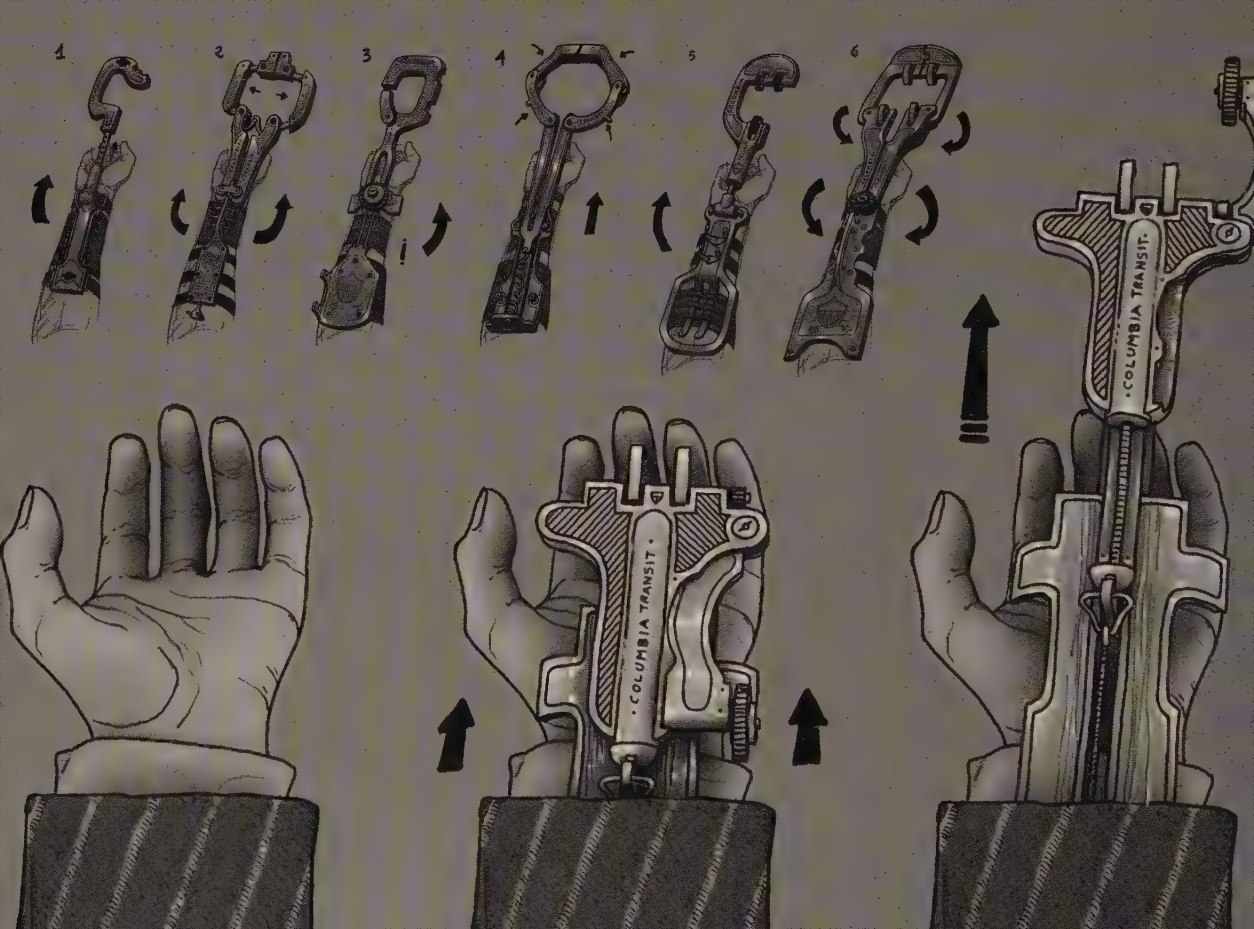
Vigors

Combining firepower and superpower, Vigors are concoctions that give Booker control over various supernatural forces. LEFT: *Murder of Crows, a Vigor that allows the imbiber to summon a swarm of birds to attack enemies.* RIGHT: *Shock Jockey gives one the ability to harness the power of electricity. All of the Vigors in* BioShock Infinite *were given a dozen or more visual treatments before the final versions were approved.*



LEFT: Treatments of the Mesmerize Vigor, which allows you to charm enemies and compel them to fight for you. RIGHT: *After drinking the Undertow Vigor, you can either pull enemies toward you or push them away. The artists agonized over every visual detail, desiring that each Vigor bottle be something you'd be delighted to have as a real object on your shelf.*

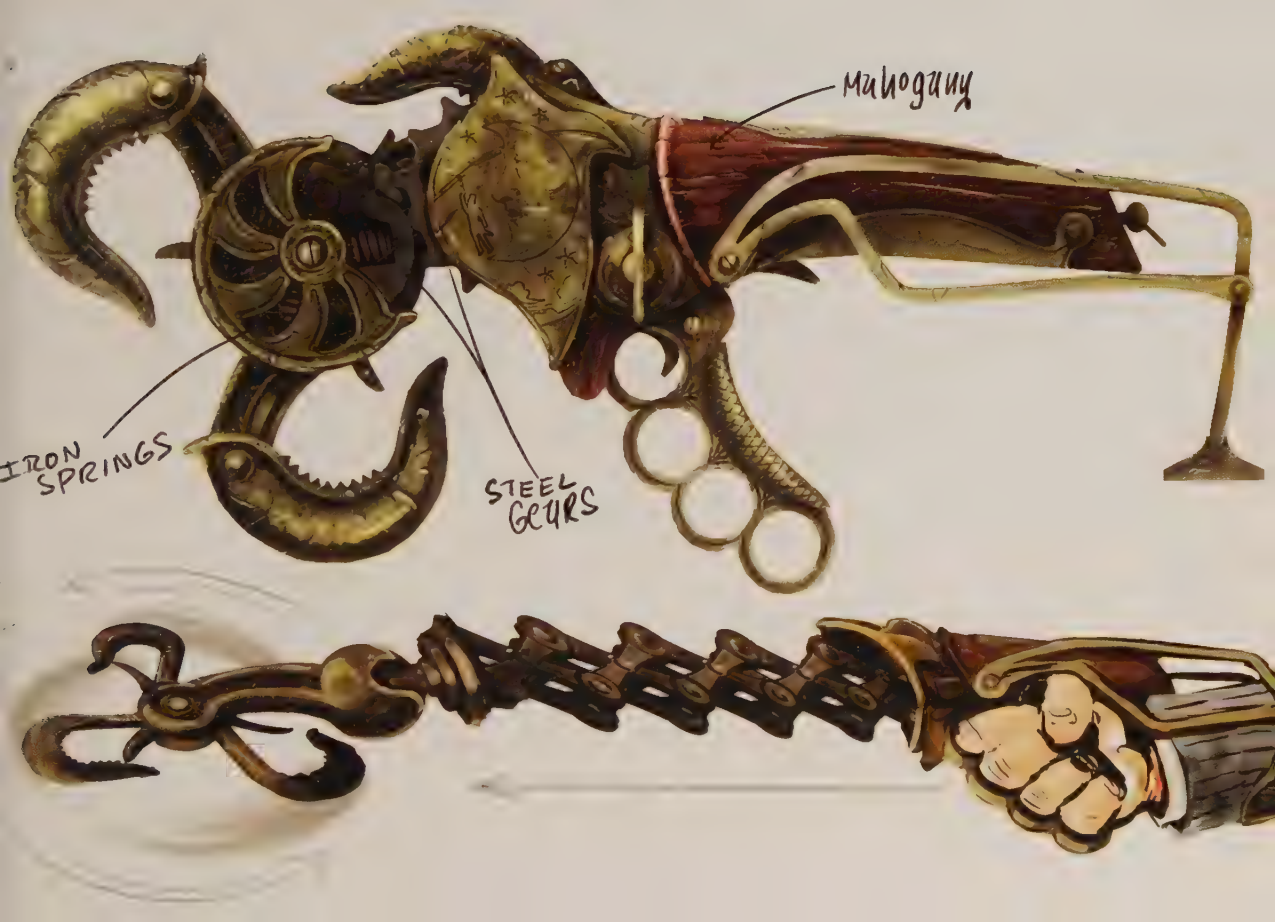


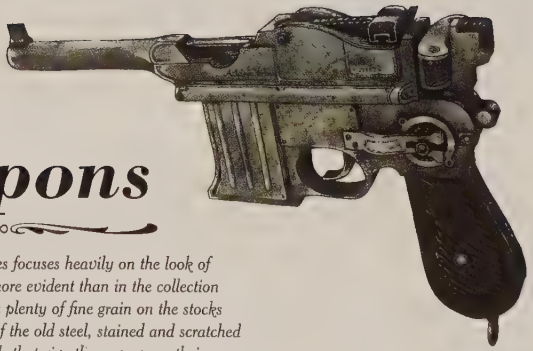

1
2
3
4
5
6
COLUMBIA TRANSIT
COLUMBIA TRANSIT
COLUMBIA TRANSIT

Sky-Hook

Among BioShock Infinite's many innovations, the Sky-Lines and Sky-Hook went through a very intense iterative process. They were, after all, the means through which players would travel at breathtaking speeds through Columbia's wide-open spaces. The early versions of the Sky-Hook (left) were intended only for transportation. The complex apparatus (below) would allow Booker to carry his weapons with him while traveling.

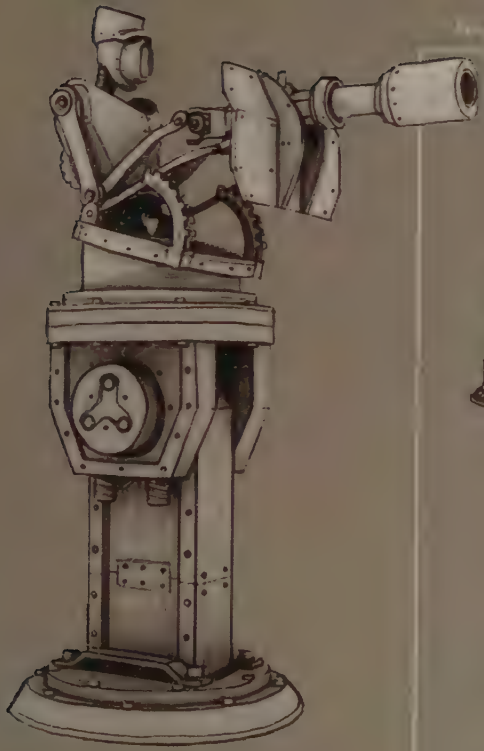
These pages show the final production concept for the Sky-Hook, which serves as both transport interface and melee weapon.

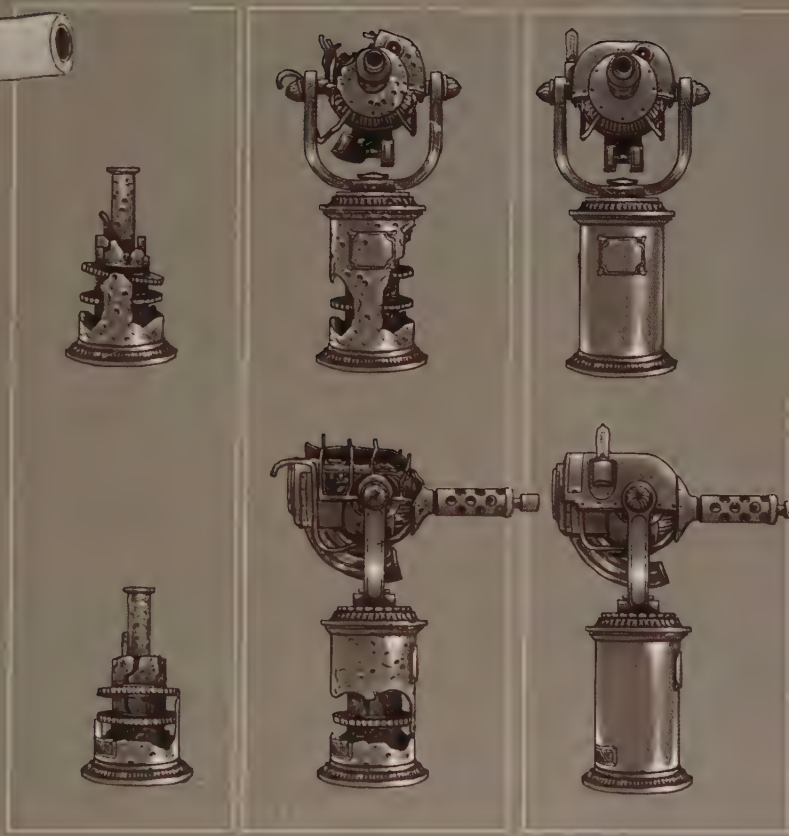

mahogany
IRON SPRINGS
STEEL GEARS



Weapons

The art team at Irrational Games focuses heavily on the look of materials, and nowhere is this more evident than in the collection of Columbia's weapons. There's plenty of fine grain on the stocks and grips, and note the texture of the old steel, stained and scratched from heavy use. It's the materials that give these weapons their old-fashioned 1912 appearance.





LEFT: *The weapons of the Vox Populi.* **RIGHT:** *Sketches for the Founders' turrets. The rightmost images were discarded for being too modern in their shape and construction. The final version wears a hat like those seen on the Confederates in the Civil War.*

Airships

LEFT: *One of the art team's earliest studies of an airship.* **RIGHT:** *Sketches of* The First Lady, *the airship Comstock built for his wife. Airships in Columbia range from simple transportation vessels to the elegant flagships of the Founders.*

DESTINATION COORDINATES
LATITUDE
LONGITUDE
SOUTH
EAST
WEST

TRIOT PARK

This spread features early sketches of what evolved into Battleship Bay, a children's amusement park with a distinctly military theme. Inspired by images of Prohibition-era Atlantic City, this section of Columbia visually conveys a jingoistic wartime patriotism.

LEFT: *One of the canonical images of* BioShock Infinite. *What would make someone so calm as she sweeps her burning general store?* **RIGHT:** *A concept sketch of Emporia, Columbia's main marketplace, before the Vox Populi uprising. By the time Booker and Elizabeth arrive, the place has become a war zone.*

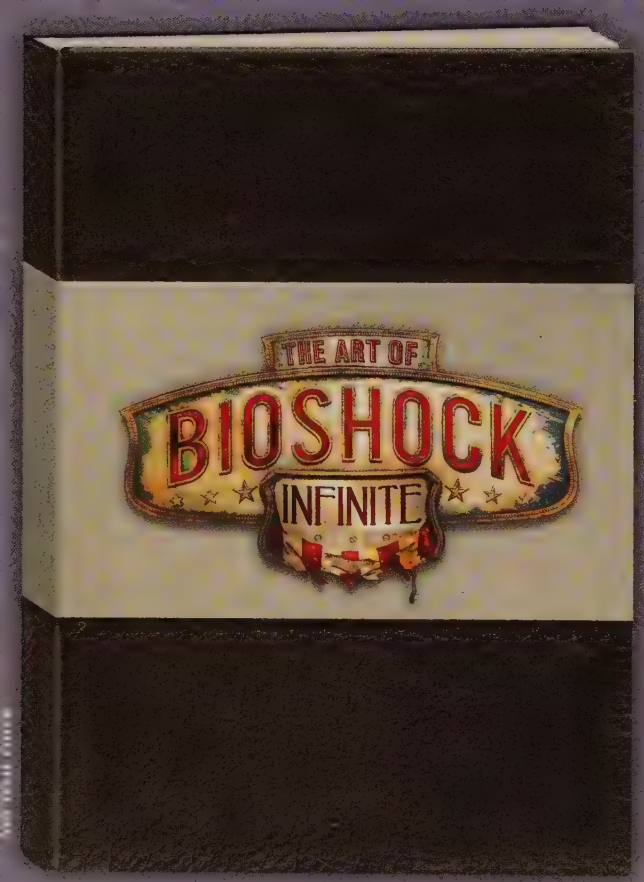
THE GREAT TRAIN

ST REMOVE THE FOUL STAIN
VANDAL
THEATRE
ROSIE RICKFORD
THE MAGICAL NIGHT
THIS WEEK SPECIAL 5¢
TODAY

Finkton is the industrial core of Columbia, controlled by the iron fist of the industrialist taskmaster Fink. **LEFT:** *The public face of Finkton, reserved for the "good" workers of Columbia.* **ABOVE:** *Finkton workers blowing off steam.* **BELOW:** *Concept drawing of a factory slum, nicknamed "Shantytown" during production. It is to this decrepit neighborhood that the poor are consigned.*

COLUMBIA
WELCOMES YOU

LEFT: *Concept painting of Columbia's Welcome Center. The phrase "City upon the Hill" has often been invoked to convey American exceptionalism, and the Welcome Center was built to show the world that Columbia embodied that image.* **RIGHT:** *The dark and menacing tower in which Elizabeth is kept captive—in stark contrast to Columbia's shining façade.*



Delve deeper into the world of BioShock Infinite *and the fabled flouting city of Columbia!*

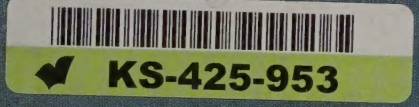
Lively designs and images featuring Songbird, the Skyhook, the Vox Populi, and much more!

DARK HORSE BOOKS

2K GAMES

IRRATIONAL GAMES

VISIT YOUR LOCAL COMIC SHOP OR BOOKSTORE.
OR CALL TOLL-FREE 1-888-266-4226 TO FIND
A COMIC SHOP NEAR YOU. FOR MORE INFORMATION OR TO ORDER ONLINE, VISIT DarkHorse.com.


KS-425-953